for the
COMMODORE 64

Sparklers

COMMODORE
64K

Everyone's a Wally

THE HIT
MIKRO-GEN
ARCADE CLASSIC

NOTICE

HIGHLY
INFLAMMABLE

199
RANGE

MIKRO-GEN

Everyone's a Wally

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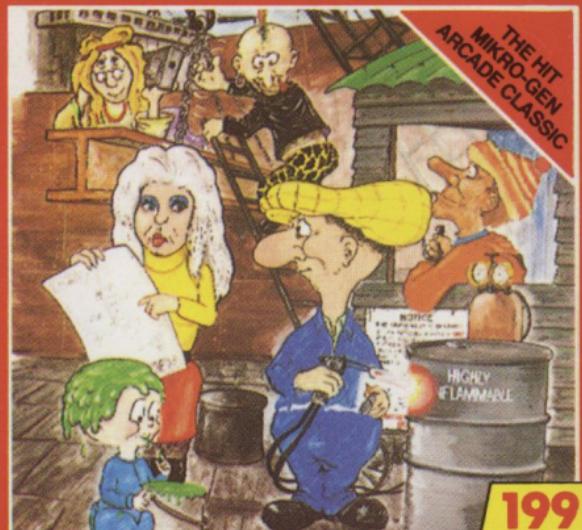
"EVERYONE'S A WALLY"
by Mikro-Gen

Wally is back, this time with his family and friends in the first ever Multi-Role Arcade Adventure. Not only does Wally appear fully animated, but also Wilma, Herbert, Tom, Dick and Harry. The purpose of the game is to find the combination for the safe and then pay the wages to the gang. The combination is split and can be found in different locations, all of which are in the high resolution graphics as shown above. Not only must they be identified, but the right items to collect the combination must be used. The locations are many and varied, and contain zany arcade sequences which must be completed to finish the adventure. Each character has specific abilities and it is up to the player to select which one will perform a particular task.

THE GAME PLAY

The game starts with the whole gang in the town square by the fountain. You have control of Wally, so the rest of the gang wander off to go about their own business. As Wally can't do everything himself, you will have to select other characters (except for Herbert, who is quite uncontrollable) to perform various tasks. This is achieved by pressing the appropriate character select key while they are on the current screen. If the character is elsewhere, pressing the key will inform you of their location. While a character is not under your control, he or she will be carrying out actions which may either help or hinder you. Unfortunately, being friends of Wally, they are much more likely to be a hindrance.

If you reach the edge of the screen while walking around the town, you will continue to the next location. However, some of the screens have exits other than at the extreme left or right, e.g. a door or road. To leave at these points you should press the exit key while at the appropriate position. There is another, faster way of getting across town, but it is more risky than walking. (It's for yoohoo!)

The object of the game is to open the safe in the bank, in order to pay the gangs wages. As your wages increase, you will be given tea, lunch

and coffee breaks, and these will measure your progress through the adventure. This is much more difficult than it sounds because the combination has been scattered around the town. As the gang does the days work, they must discover the parts of the combination, which then have to be taken to the safe in the correct order. To pick up an object, simply pass over it and it will be exchanged for one already carried. The two objects you are currently carrying are displayed at the top of the screen.

All this rushing around is hard work, so the characters must eat and drink to keep themselves going. Wally is not too particular about what he eats, but the others are more choosy.

Each character has his part to play. Wally is the gaffer. He is a builder and odd job man by trade, so your should use him for things like mixing cement. Wilma is Wally's wife. She might do the shopping, etc. Herbert (Wally and Wilma's pride and joy) doesn't do anything except get in everyone else's way. Tom the Punk is the mechanic, Dick is the plumer and Harry is the electrician.

You will find it necessary to complete the many and varied arcade sequences in order to get certain objects. In some of the arcade sequences, the controls alter to suit the type of game.

GETTING STARTED

1 Place the cassette in the recorder and rewind to the beginning.

2 Press SHIFT and RUN/STOP keys together.

3 Press PLAY on the tape recorder and then any key.

Upon loading, the computer will play the title theme, press space bar to start game.

CONTROLS

Keyboard	O	-move left
	P	-move right
	E	-enter screen
	SPACE BAR	-jump
Joystick	(must be in port 2)	
	Left	-move left
	Right	-move right
	Forwards	-enter screen
	Fire	-jump
	1	-select Wally
	2	-select Wilma
	3	-select Tom
	4	-select Dick
	5	-select Harry

Arcade sequences

In a chase sequence operate the left and right controls alternately. The faster you do it, the faster you go.
In a space sequence, use the left and right controls to rotate left and right, and the jump control fo

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